PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while
 watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

- To reduce the likelihood of a seizure when playing video games:
 - 1. Sit or stand as far from the screen as possible.
 - 2. Play video games on the smallest available television screen.
 - 3. Do not play if you are tired or need sleep.
 - 4. Play in a well-lit room.
 - 5. Take a 10 to 15 minute break every hour.

MARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



products.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

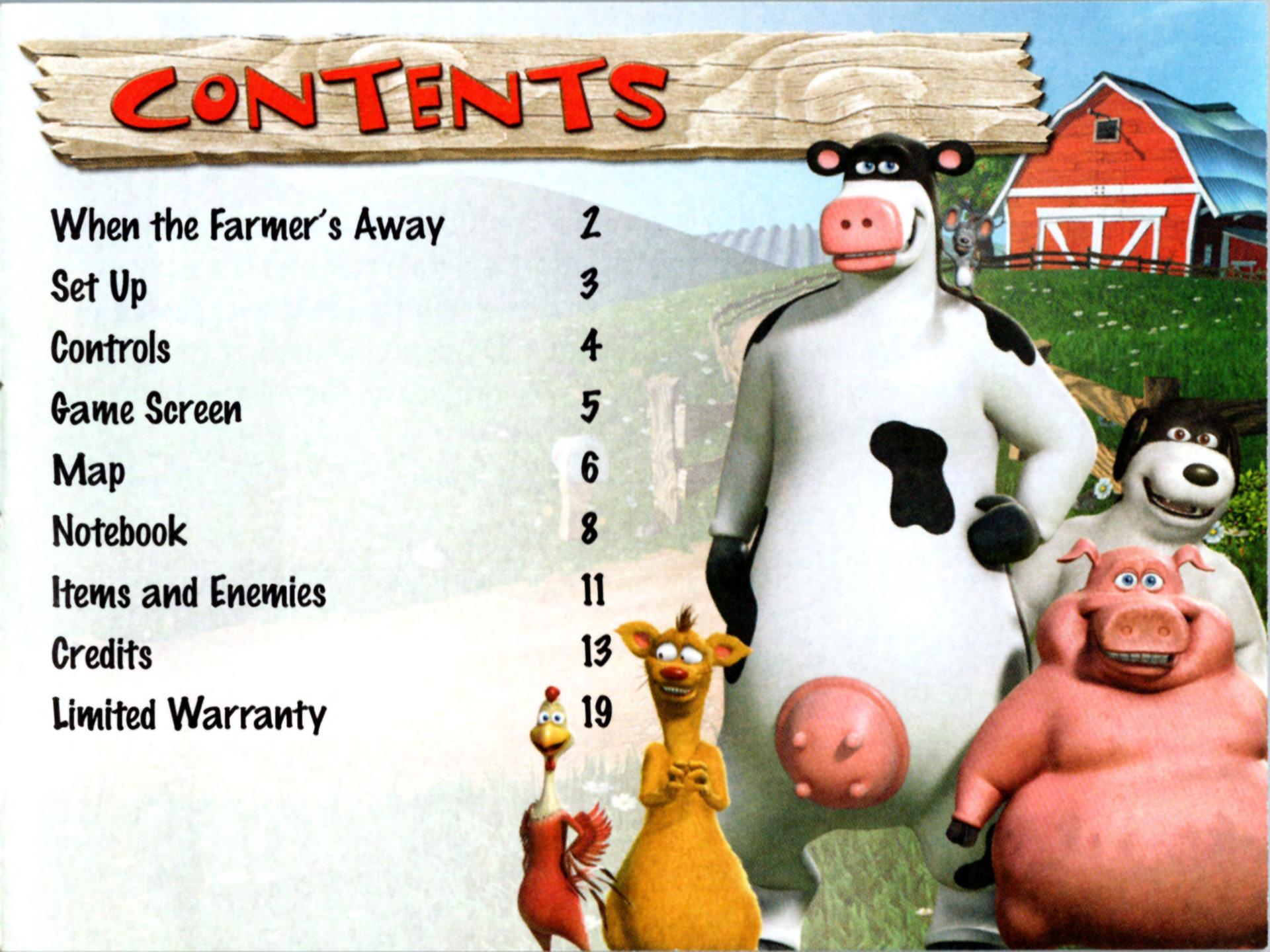
Rev-D (L)

© 2006 THQ Inc. © 2006 Paramount Pictures Corporation and Viacom International Inc. All Rights Reserved. Nickelodeon, Nickelodeon Barnyard and all related titles, logos, and characters are trademarks of Viacom International Inc. Exclusively published by THQ Inc. Developed by Halfbrick Studios Pty Ltd. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

Nintendo

Seal



When the Farmer's away...

Straight from America's heartland comes a moving tale of friendship, adventure, and udder chaos! Welcome to the Barnyard, where animals rule and the barndances rock. Of course, as a member of the cow community, you'll be expected to pitch in, pull your weight, and party like the animal you are. So milk it for all it's worth with Otis, Miles, Pig, and the whole bovine brigade as they liven things up down on the farm.





1. Turn OFF the power switch on your Nintendo Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

2. Insert the Game Pak of Barnyard into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.

3. Turn ON the power switch. The title screen should appear (if you don't see it, begin again at step 1).

4. When the title screen appears, press START to proceed to the File Select Screen.





BUTTON

START

Control Pad

L Button

R Button

A Button

B Button

ACTION

Enter Notebook/Minigame Pause

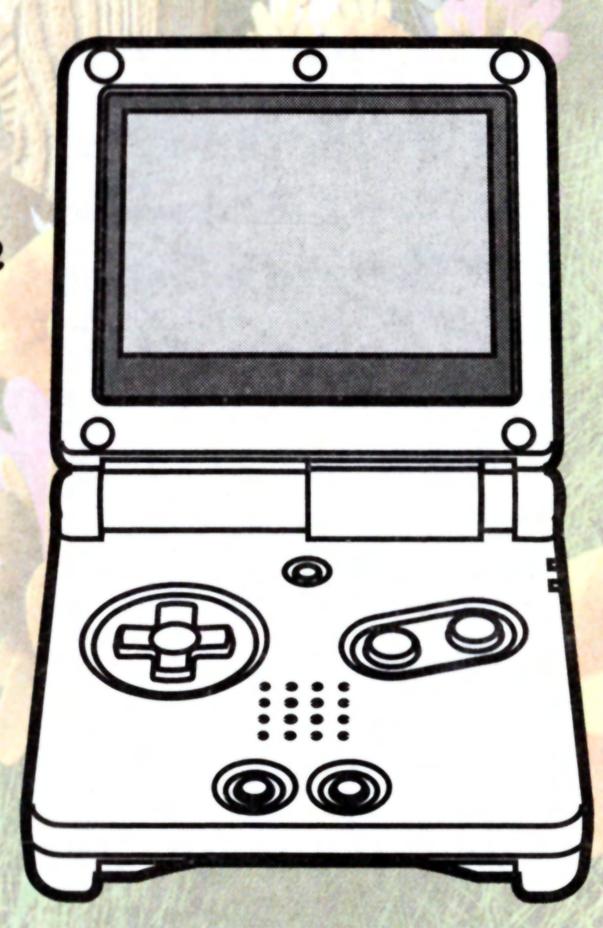
Move

Toggles Milk Shooting Mode

Hold down to Run

Talk/Pickup

Use Equipped Item





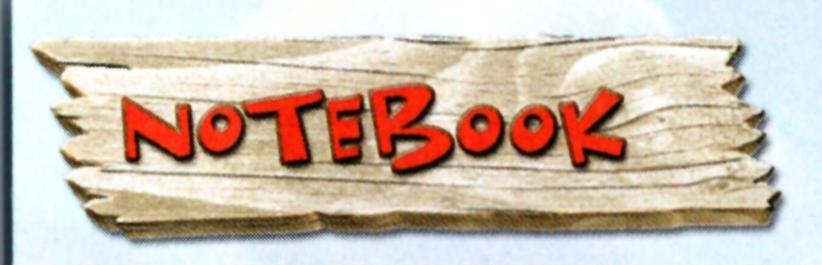
ELAME SCREEN

- 1) Milk Mode Indicator When in Milk Shooting Mode, shoot bursts of milk at enemies. The udder icon shows your current milk reserve.
- 2) Health Watch your health. If it drops too low, you'll collapse and need to be rescued by the other animals.
- 3) Clock Shows the current time on the farm.
- 4) Stamina More stamina means you are able to run for longer.
- 5) Run Indicator Hold down the R Button to run.
- 6) Action Indicator You can Talk, Pick Up, or Play. Choose one and do it already!
- 7) Current Equipment Shows your currently equipped item.
- 8) Current Area This is where you are. (Just in case you forgot!)
- 9) Barnyard Bucks How rich are you?









The Notebook is filled with a hay-load of helpful information. Use the L and R Buttons to flip through the following pages:

GAME MENU

Barnyard saves automatically whenever an important event occurs, however you can choose to save your progress manually as well.



OPTIONS MENU

The Options Menu lets you alter your game settings. You are also able to enter your secret code here to unlock new characters!



INVENTORY

To use an accumulated item or piece of equipment, you must first equip it here by pressing the A Button. Pressing the B Button will give a detailed description of the selected item/equipment.





mission log

Missions drive the story forward. Throughout the game, you will be asked to carry out a variety of different tasks, some more dangerous than others.

FARM MAP

The Farm Map gives you an overview of the whole farm as well as showing the location of important objectives.

SOUND OPTIONS

Set background music and game sound volumes here.



ETTEMS AND ENEMIES



Food – Can be found growing around the farm or bought in the Gopher Underground. Dig in and eat up to improve your health, stamina, and milk reserve.



Barnyard Bucks - Used to buy equipment, food, and barn upgrades at the Gopher Underground. Save 'em up or spend 'em quick, it's up to you.



Gold Stars - The perfect reward for a job well done. Use them to upgrade your Speed, Strength, and Stamina!



Raccoons - These pesky rascals tend to keep their distance, but will attack if cornered.



Coyotes - These vicious critters seldom leave the junkyard, but when they do, beware their razor sharp claws!





Mobile Phone - Call Miles for help or receive calls from other characters about missions, quests, and barnyard parties!



Key Ring - Collect keys to open gates to brand new areas.



Bike - Hop on for faster travel around the farm. Can also be used for racing.



Shovel - Dig up buried objects and hidden secrets.



Thorns-Be-Gone - Organic garlic-based spray used to kill thorny bushes.



Firefly Lantern - Use at night to keep overly-curious critters at bay.





HALFBRICK STUDIOS

CEO

Shainiel Deo

Producers

Dale Freya, Shainiel Deo

Game Design

Daniel Vogt

Additional Game Design

Alex Richardson, Ari Levi, Ross McRae

Programming

Joel Clarke, Joshua Jordan, Paul McNab

Additional Programming

Shainiel Deo, Ben Vale, Aaron Benton, Adam Wood, Paul Deering

Lead Art

Ross McRae

Art

Motze Asher, Sierra Asher, Matthew Maguire

QA Manager

Scott Cameron

QA

Jason Maundrell

Beta Testing

Derek Bhuse, Shalvin Deo, Shivneel Deo, Tim Dansie, Craig Huges, Kevin Stoker

GROOVY AUDIO

Sound Engineer

Yannis Brown

MUSIC CREDITS

"Hittin' The Hay"

Written by Janne Ericsson and Teijo Agell-Leskela Published by Zomba Enterprises Inc. (ASCAP) obo Zomba Music Publishers Ltd.

"Let It Ride"

Written by: J. Ralph
Published by Tubby and the Spaniard Music Publishing
All Rights Reserved. International Copyright Secured.
Used By Permission

"Poor Little Me"

Written by Chris Ballew Published by Aurora Elephant Music (ASCAP)

"What You Want"

Written by Chris Ballew
Published by Aurora Elephant Music (ASCAP)
All rights reserved. Used by Permission



Soundtrack Produced By

Karyn Rachtman

Musical Score by

North Mississippi Allstars

Musical Score Produced by

Mickey P

THO INC.

THO STUDIO OZ

Producer

Derek Proud

Associate Producer

Jason Cassar

Senior Vice President Production

Steve Dauterman

PD

Senior Licensor Manager

Victor Rodriguez

Licensor Manager

Stephanie Wise

Production Resources Manager

Jenae Pash

14

Senior Global Localization Manager

Amy Small

Localization Test Supervisor

Erik Ellicock

QUALITY ASSURANCE

Director, Quality Assurance

Monica Vallejo

QA Managers

Mario Waibel

Michael Motoda

Test Supervisor

Lorena Villa

David Sapienza

Test Lead

Ryan King

Ricky Castro

Andrew Herman

Testers

Scott Beskid

Anthony Flores

Michael Leffler

Steven McGriff

Mark Sagun

Benjie Solorzano

Frank Espada

First Party Supervisor

Adam Affrunti

First Party Specialists

Scott Ritchie

Todd Thommes

Georgeina Schaller

Russell Brock

QA Technicians

Richard Jones

David Wilson

Jonathan Gill

Mastering Lab Technicians

Charles Batarse

Glen Peters

Anthony Dunnet

T. Ryan Arnold

Game Evaluation Team

Sean Heffron

Scott Frazier

Matt Elzie

Eric Weiss

Database Applications Engineer

Jason Roberts

Game Evaluation Team

Sean Heffron

Scott Frazier

Matt Elzie

Bryan Williams

MARKETING

Director - Global Brand Management
John Ardell

Senior Global Brand Manager Danielle Conte

Brand Manager Jeremy Taylor

Marketing Coordinator Sam Guilloud

Director - Creative Services Howard Liebeskind

Creative Services Manager Kirk Somdal

Instruction Manual Text John E. Deaver

Packaging Layout and Design Brian Balistreri

Global Senior Media Relations Manager Kristina Kirk

Media Relations Manager Kathy Bricaud

Media Relations Coordinator Gretchen Armerding

THO INTERNATIONAL

European Brand Manager Karine Goethals

Assistant Global Brand Manager Trevor Burrows

Product Marketing Manager, UK Angela Bateman

PR Manager, Asia Pacific Katherine Charles

Senior Product Manager, Asia Pacific Elizabeth Kotevska

Product Manager, Germany Claus Schmidt

Product Manager, France Virginie Zerah

Product Manager, Spain Fermin Garcia

International Art Director
Till Enzmann

European Localisation Director Susanne Dieck

European Localisation Engineer Bernd Kurtz

European Localisation Coordinator Andreas Herbertz

THQ SPECIAL THANKS

Brian Farrell Jack Sorensen **Edward Zinser** Tiffany Ternan Jim Kennedy Germaine Gioia Debbie Fingerman **Brandy Carrillo** Jenni Carlson Amy Bernardino Christopher Folino Fernando Velloso Kris Buccieri Melissa Rivas Chad Ellman Laura Campos James Gilbert-Rolfe Joshua Austin Tanya Haider Jean Philippe Randisi Gregoire Halbout Nicole Withers Nathalie Massabni Miriam Wermelt

Chris Arnwine

NICKELODEON DIGITAL

Executive Vice President Stephen Youngwood

Vice President, Marketing Stacey Kaufman

Vice President, Digital Media Products
Paul Jelinek

Senior Director, Digital Games
Shaul Olmert

Director, Games Development
David Bergantino

Marketing Manager Jack Daley

Marketing Manager Stephanie Bond

Coordinator Dan Boldin

NICKELODEON CREATIVE RESOURCES

VP/Creative Director, Licensing Tim Blankley

Creative Director, Entertainment Products

Daniel Moreton

Senior Designer, Interactive
Rob Lemon

Junior Designer, Interactive
Jason Diorio

Senior Manager, Copy/Content Debra Krassner

NICKELODEON WOULD LIKE TO THANK:

Leigh Anne Brodsky
Russell Hicks
Eddie Hill
Bernice Hom
Bree LeMasters
Linnette Attai
Julia Pistor
Geoff Todebush
Michael Zermeno
Chezza Zoeller

Justine Briskman

SPECIAL THANKS TO: Steve Oedekerk

OMATION

Creative Marketing Supervising

Dimitri Joannides

Lighting Supervisor

Connon Carry

Posing Animator

Katie Folsom

EFX Artist Dax Lafleur

Modeling and BG Mike Montague

Photoshop Artist Mary Poplin

Marketing Coordinator Greg Emerson

Production Manager Leslie Barker

Producer Aaron Parry

REGISTERY ONLINE





at www.thq.com

Go to the MY THQ link at www.thq.com to win games and other great prizes. Plus...

- Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- Get the latest THQ newsletters
- Access the Career Zone, Forum and online games
- Download the latest demos and patches
- Easy to use site for all THQ gaming information
- Quick links to search by title or platform
- Be considered for beta testing and help shape the THQ games of the future

What happens in the barn stays in the barn ... and now you can read all about it! NICKELODEON **Available** Includes an 8-page Color wherever books are sold.

Simon Spotlight • Simon & Schuster Children's Publishing • www.SimonSaysKids.com

©2006 by Paramount Pictures Corporation and Viacom International Inc. All Rights Reserved.

NICKELODEON, Barnyard, and all related titles, logos, and characters are trademarks of Viacom International Inc.

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 32184. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to: THQ Inc.

Customer Service Department 29903 Agoura Road Agoura Hills, CA 91301 THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THO. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

NICKELODEON'

一去一种通

THE LAST AIRBENDER. THE VIDEOGAME

~Game Features~

- Awesome Kung Fu style combat!
- Fully customizable and upgradeable bending powers
 - Epic adventuring journey through the four great Nations of the Avatar world



Visit www.esrb.org for more ratings information.

NINTENDO



GAME BOY ADVANCE



PRINTED IN USA

THQ Inc. 29903 Agoura Road, Agoura Hills, CA 91301

2006 Viacom International Inc. All Rights Reserved. Nickelodeon, Nickelodeon Avatar: The Last Airbender and all related titles, logos and characters are trademarks of Viacom International Inc. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. TM, ®, Game Boy Advance, Nintendo DS, Nintendo GameCube and the Wii logo are trademarks of Nintendo. © 2006 Nintendo. 107841

